

ber **405a/b**; coupling a hand segment **206a/b** to a forearm structural member **405a/b**; coupling a hip joint **650a/b** to an upper leg structural member **501a/b**; coupling a knee joint **515a/b** to an upper leg structural member **501a/b** or a lower leg structural member **505a/b**; coupling an ankle joint **519a/b** to a lower leg structural member **505a/b** or a foot segment **512a/b**; or coupling a power transmission coupling of a hand segment **206a/b** to an actuator of a locomotor module.

**[0290]** In one embodiment, donning **3104** an interface garment comprises one or more of the following sub-steps: closing an upper arm donning aid; closing a forearm donning aid; closing a hand donning aid; closing an upper leg donning aid; or closing a lower leg donning aid; or closing a foot donning aid.

**[0291]** In one embodiment, removing **3128** an interface garment comprises one or more of the following sub-steps: opening an upper arm donning aid; opening a forearm donning aid; opening a hand donning aid; opening an upper leg donning aid; or opening a lower leg donning aid; or opening a foot donning aid.

**[0292]** While the invention herein disclosed has been described by means of specific embodiments, examples and applications thereof, numerous modifications and variations could be made thereto by those skilled in the art without departing from the scope of the invention set forth in the claims.

1. A human-computer interface system comprising:
  - an exoskeleton including:
    - a plurality of structural members coupled to one another by at least one articulation configured to apply a force to a body segment of a user,
    - at least one locomotor module including at least one actuator configured to actuate the at least one articulation, the at least one actuator being in operative communication with the exoskeleton; and
  - an interface garment including an interface laminate configured to stimulate the user with at least one of applying a pressure to the body segment of the user, and exchanging thermal energy with the body segment of the user;
 wherein said interface laminate comprises:
  - a fluidic actuator;
  - a fluidic distribution laminate coupled to the fluidic actuator configured to provide a pressurized working fluid to the fluidic actuator; and
  - a control valve coupled to the fluidic actuator.
2. The human-computer interface system of claim 1 wherein the interface garment comprises:
  - an element worn on the hand; and
  - an element worn on the head.
3. The human-computer interface system of claim 2 wherein the human-computer interface system further comprises an element worn on the torso.
4. The human-computer interface system of claim 3 wherein said element worn on the torso is part of the interface garment.
5. The human-computer interface system of claim 4 wherein the interface garment further comprises an element worn on the lower body.
6. The human-computer interface system of claim 1 wherein said control valve comprises a piloted element.
7. The human-computer interface system of claim 1 further comprising:
  - a plurality of fluidic actuators including said fluidic actuator; and
  - a selector valve coupled to the plurality of fluidic actuators, wherein the selector valve is configured to sequentially couple the plurality of fluidic actuators to the control valve.
8. The human-computer interface system of claim 7: wherein said plurality of fluidic actuators are organized into a first group and a second group; and wherein said selector valve is configured to sequentially couple said first group and said second group to said control valve.
9. A method for using the system of claim 1 comprising:
  - a. selecting the interface garment from a pool of interface garments comprising at least two different interface garments of two different sizes;
  - b. fitting the user with the interface garment.
10. The method of claim 9 further comprising: donning an undersuit before said fitting, wherein said undersuit substantially prevents direct skin contact between the user and an inside of the interface garment.
11. The human-computer interface system of claim 1 wherein said exoskeleton comprises a member configured to prevent substantial deformation of the interface laminate when a force is applied to an interior of the portion of the interface laminate not fixedly coupled to the exoskeleton.
12. The human-computer interface system of claim 1 wherein said exoskeleton further comprises:
  - a power transmission system comprising at least one of a tensile member, and a fluidic member;
  - wherein said at least one actuator is coupled to the at least one articulation by the power transmission system.
13. The human-computer interface system of claim 12 wherein said at least one actuator of said locomotor module is a fluidic actuator.
14. The human-computer interface system of claim 1 wherein said interface laminate comprises an actuator configured to vibrate at a frequency of equal to or greater than 50 Hz.
15. The human-computer interface system of claim 14 wherein said actuator configured to vibrate at a frequency of equal to or greater than 50 Hz is a fluidic actuator.
16. The human-computer interface system of claim 1 wherein said interface laminate comprises a thermal actuator.
17. The human-computer interface system of claim 16 wherein said thermal actuator is a fluidic thermal actuator.
18. A human-computer interface system comprising:
  - an exoskeleton including:
    - a plurality of structural members coupled to one another by at least one articulation configured to apply a force to a body segment of a user,
    - at least one locomotor module including at least one actuator configured to actuate the at least one articulation, the at least one actuator being in operative communication with the exoskeleton; and
  - an interface garment including an interface laminate configured to stimulate the user with at least one of applying a pressure to the body segment of the user, and exchanging thermal energy with the body segment of the user;
 said interface garment comprising:
  - a binocular display;
  - a loudspeaker; and